

Official Playing Rules *of the* **S.M.B.A.**

(Saskatchewan Minor Baseball Assoc.)

GOVERNING PLAY
FOR THE
FOLLOWING DIVISIONS



• SANDLOT • BANTAM • MIDGET • JUVENILE

TABLE OF CONTENTS

	Page
GENERAL FOREWORD	1
SANDLOT RULES DIFFERENCES	3
BANTAM RULES DIFFERENCES	6
PITCHING RULES (Sandlot Local League)	7
DIFFERENCES (Sandlot Championship)	8
PITCHING RULES (Bantam Local League)	9
DIFFERENCES (Bantam Championship)	9
PITCHING RULES (Midget Local League)	10
DIFFERENCES (Midget Championship)	10
OFFICIAL GENERAL RULES OF THE S.M.B.A. (Division of the Code)	
OBJECTIVES OF THE GAME	
(Playing Field, Equipment)	11
DEFINITION OF TERMS	12
GAME PRELIMINARIES	18
STARTING AND ENDING A GAME	20
PUTTING THE BALL IN PLAY	
(Live Ball . . . Dead Ball)	24
THE BATTER	26
THE RUNNER	29
THE PITCHER	34
THE UMPIRE	
(His Rights and Responsibilities)	37
CONCLUSION—MINOR LEAGUE COMMENT	39
SASKATCHEWAN UMPIRES' ASSOCIATION (S.U.A.)	44
DIAGRAMS OF FIELDS	46

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FOREWORD

The Playing Rules Committee takes great pride in presenting this revised (2nd) edition of the S.M.B.A. Playing Rules.

Considerable planning has been devoted to make this book more concise, pleasing, and acceptable than any previous issue; while at the same time retaining much of its simplicity and easy manner of reviewing the different passages as applicable to Sandlot, Bantam, Midget, and Juvenile divisions contained in the Saskatchewan Minor Baseball Program.

Two primary needs were kept in mind by the committee in considering recommendations for various amendments or changes in the playing rules. These needs were:

- (1) an extensive change in pitching regulations, particularly as they affect Sandlot and Bantam ages, so that the pitchers of this age level would be presented with a more attractive assignment and an opportunity to increase the efficiency of their performance, which in turn would have a decided effect on the pattern of each game. (While keeping in mind the physical and mental attributes of this age group, it was felt that the changes in rules that affect the pitcher and enlarged strike zone would have the desired result.)
- (2) to effect certain changes so that the rules would be stamped as being exclusive to the S.M.B.A. programming.

Another worthy feature which has been incorporated into this revision is the distinct separation of Local League Rules from the Championship Rules. Each of the readers are urged to acquaint themselves with the word by word content of these chapters as many changes are contained therein. In particular, you are asked to note that **LOCAL LEAGUE REGULATIONS** are contained in a **RECOMMENDED FORM ONLY**. The committee fully realizes that different problems can exist in different areas, and that different leagues can and do adopt different by-laws to control their respective leagues. While we have submitted the Local League regulations as a guide to assist member clubs we must point out that the **CHAMPIONSHIP REGULATIONS** as contained in this rule book are mandatory and will govern all S.M.B.A. play-off games or promotions.

The Committee wish to express their appreciation to the Minor Baseball people who submitted resolutions and would like to assure them that careful consideration was given to each proposed change before its acceptance or rejection.

On behalf of the individual Committee members, Don Stynsky, North Battleford; Jack Wickstrom, Saskatoon; and Jerry Bruce, Lloydminster, may I extend personal thanks for the excellent spirit of co-operation which exists amongst the members of our organization together with the sincere wish that you may enjoy continued success in all your efforts, and trust that you will always act in the S.M.B.A. tradition of **FAIR PLAY . . . GOOD SPORTSMANSHIP**.

Andy Zwack,
Chairman, Rules Committee,
and Umpire-in-Chief, S.U.A.

GUEST EDITORIAL

Baseball has been called a "National pastime" and well it could deserve such a title. The game may be played with enjoyment from a tender age to over fifty. As a sport, it contributes to democratic thinking and action. It knows no color, creed, or social status. Under good leadership, inherent in the Saskatchewan Minor Baseball Association, the individual player learns the principles of good sportsmanship and fair play.

It is essential in the organization and operation of a successful athletic program to give careful consideration to the selection and training of officials. The Saskatchewan Minor Baseball Association recognized this fact some years ago and assisted in the formation of the Saskatchewan Umpire's Association. This group have established a network of training opportunities for their members and have offered their services to assist all those interested in baseball. The calibre of baseball played in our minor leagues is due, in no small way, to the efforts of this Officials' Association.

Fitness and amateur sports programs can never be purchased, but must be developed by and with the citizens. The Saskatchewan Minor Baseball Association with its interested players, coaches and officials are contributing much to the future of our communities, our province, and our country.

J. M. Wilkie,
Director,
Fitness and Recreation Division,
Department of Education.

February 22, 1963.

SANDLOT BASEBALL RULES DIFFERENCES (S.M.B.A.)

1960 EDITION

FOREWORD: There are several Differences between Sandlot Baseball and the regulation version, which are represented on the following pages. For that reason, and to assist the Sandlot managing personnel, it is deemed necessary to produce these changes under separate chapter. It is also the feeling of the Editor, that much confusion and misinterpretation can be eliminated by this method. However, it should be pointed out that **ONLY** the differences are contained here, as all other issues are covered within the basic baseball rules.—The Editor.

RULE 1.00—PLAYING FIELD, EQUIPMENT

- 1.03** The playing field shall be laid out in agreement with the following measurements:
- (a) The distance between all bases shall be sixty (60) feet.
 - (b) The distance between the point of home base and the front side of the pitcher's plate shall be forty-four (44) feet.
 - (c) The batter's box shall be rectangular in shape, the size being 6 ft. x 3 ft., and shall extend to the front from the centre of home plate, 3 ft., and an equal distance of 3 ft. to the rear. The inside line shall be 4 inches from the plate.
 - (d) The pitcher's mound shall be raised to a gradual slope to a height above the levels of the base-paths of 6 in., it shall be of white rubber, and measure 4 in. x 18 in.
 - (e) Home plate shall be of white rubber, and measure 17 inches long on the edge nearest the pitcher's mound, and shall be the same distance from the sides to the back point. The two sides shall be 8½ inches long before they angle to the back point.
 - (f) The bases shall be 14 in. square, and not more than 2¼ in. in height.
 - (g) The coacher's box shall be 4 ft. x 8 ft., and shall be set not closer than 6 ft. from the base lines.
 - (h) The catcher's box shall be rectangular in shape and shall measure 43 (forty-three) inches wide.
- 1.06** The ball shall weigh not less than five (5) ounces and not more than 5¼ ounces, it shall measure not less than nine (9) and not more than 9¼ inches in circumference.
- 1.07** The bat shall be round and made entirely of wood. It shall not be more than thirty-three (33) inches in length nor more than 2¼ inches in diameter. Bats may be taped for a distance not to exceed sixteen (16) inches from the small end.
- 1.12** **SHOES:** Shoes with metal cleats or "spikes" are prohibited. Shoes with moulded rubber cleats are permissible.
- 1.13** **HEAD PROTECTORS:** A protective helmet must be worn by all batters and base-runners. Each team must equip themselves with at least five (5) such helmets, to insure this protection.

RULE 4.00—STARTING AND ENDING A GAME

- 4.16** It is a regulation game, when: The number of innings hereby prescribed for Sandlot baseball is six (6) innings. (See General Rule 4.17 re: **ENDING A GAME.**)

RULE 6.00—THE BATTER

- 6.13 THE BATTER CANNOT BECOME A RUNNER (SANDLOT ONLY).** (b) The third strike, either called or swinging, does not have to be caught by the catcher. Therefore, the batter cannot become a runner on a third strike, however, the ball remains alive and in play in relation to all runners on base, and they may advance at their own risk.

RULE 7.00—THE RUNNER

- 7.08** When a pitcher is in contact with the pitcher's rubber with the ball in his possession and the catcher in the catcher's box ready to receive delivery of the pitch, base runners shall not leave their bases until the ball has been delivered and has reached the batter.

- (a) When a base runner leaves his base before the pitched ball has reached the batter and the batter does not hit the ball, the runner shall be permitted to continue. If a play is made on him and he is out, the out stands. If, however, he reaches the next base safely, "Time" is called, and he is returned to the base he occupied before the pitch was made, and no out shall result.
- (b) When a base runner leaves his base before the pitched ball has reached the batter and the batter hits the ball, the runner shall return to his original base or the unoccupied base nearest the one he left, but in no event shall the batter advance beyond first base, on a single; second base, on a double; or third base, on a triple.
- (c) When any base-runner leaves his base before the pitched ball has reached the batter, and the batter hits or bunts the ball to an in-fielder, whom in the judgment of the Umpire with reasonable handling could have effected an out, had not the lead-off violation occurred. NO RUNNER shall be allowed to score, or advance (unless forced) and ALL players shall remain in the status of base-runners. If three runners are on bases and the batter reaches first-base safely on a similar or bunted ball to an in-fielder, and any runner violates the lead-off rule on the pitch which produces the hit or bunt action . . . such RUNNER SHALL be declared OUT in this instance.

In the event that more than one runner is simultaneously adjudged to have violated the rule, and left their bases before the pitched ball has reached the batter, the violating runner CLOSEST to scoring (Home-Plate) SHALL be declared OUT.

EXCEPTION: If at the conclusion of the play there is an open base, paragraphs A and B shall apply.

- (d) The violation of one base runner shall effect all other base runners.

EXAMPLES: (The following examples are submitted, in the event, runner leaves his base too soon, and the batter reaches a base.)

- (1) Runner on first leaves too soon, batter reaches first safely. Runner goes to second (he may advance no further on a single).
- (2) Runners on second or third, leaves too soon, batter reaches first safely, runners return to their respective bases.
- (3) Runner on first leaves too soon, batter hits a clean double,

runner proceeds to third ONLY.

- (4) Runner on second leaves too soon, batter hits a clean double, runner goes to third ONLY.
- (5) Runner on third leaves too soon, batter hits a clean double, runner returns to third.
- (6) Runners on first and second, either leaves too soon, batter reaches first safely, runners go to second and third only.
- (7) Runners on first and second, either leaves too soon, batter hits clean double, runner on second scores, runner on first goes to third.
- (8) Runners on first and third, either leaves too soon, batter hits a clean double, runner on first goes to third, runner on third scores.
- (9) All runners on base will be permitted to score, when the batter hits a triple or a home run.
- (10) Bases full, any runner leaves too soon, batter reaches first-base safely on a batted or bunted ball to an in-fielder, and in the judgment of the Umpire should have resulted in an out, had not the lead-off violation occurred . . . ALL runners advance one base AFTER the lead-off violator HAS been declared OUT and REMOVED. If on the play, a put-out at any base except home plate results in an open base, runner who occupied third base returns to third base.

NOTE: It shall be the responsibility of the Plate-Umpire to advise and instruct ALL Field-Umpires in the use of a "signal flag" upon the detection of ALL lead-off violations.

RULE 8.00—THE PITCHER

- 8.09** (sub-paragraph) (n) The pitcher does not have to pause for one second when pitching from "Set" position.
- 8.09** (Sub-paragraph) (o) Although the balk rule does not apply on the "Quick Return" pitch, the action will not be tolerated in Sandlot Baseball. If after warning, a pitcher repeats the offense, he shall be removed from the game and the grounds.

NOTE: Rule 8.03 will apply in Sandlot Baseball, when bases are occupied, as well as unoccupied.

PENALTY FOR A BALK: When a balk is committed, the "Umpire" shall call "Balk" and not "Time." If the pitcher pitches the ball and the ball is hit, the play should continue to its logical conclusion; the batter and base runners should run, and the fielders attempt to put them out. At the end of the play, the offensive manager may accept either the play or the penalty. If he accepts the play, the balk is disregarded. If he accepts the penalty, the batter will return to bat, and all runners will advance one base from the base they held prior to the batter's action. The count on the batter remains the same as before the action, as the pitch is neither a ball or a strike.

BANTAM BASEBALL RULES DIFFERENCES (S.M.B.A.) 1960 EDITION

The following are the major changes which prevail in Bantam Baseball as contained within the S.M.B.A. (All other rules of this division are embraced within the General Rules of the S.M.B.A.)

RULE 1.00—PLAYING FIELD, EQUIPMENT

- 1.03 The playing field shall be laid out in agreement with the following measurements:
- (a) The distance between all bases shall be seventy-five (75) feet.
 - (b) The distance between the point of Home-Plate and the front side of the Pitcher's Plate shall be fifty four (54) ft.
 - (d) The pitcher's mound shall be raised to a gradual slope to a height above the levels of the base paths of ten (10) inches.
 - (h) The coacher's box shall be eight (8) ft. x sixteen (16) ft. and shall not be closer than ten (10) feet from the base lines.
 - (i) The catcher's box shall be rectangular in shape, and shall measure forty-three inches (43) wide.
- 1.07 **THE BAT** shall be round and made entirely of wood, it shall not be more than 34 inches in length, and not more than 2½ inches in diameter at the largest point. Twine or tape may be applied for sixteen (16) inches from the small end.
- 1.12 **SHOES: BLUNT** steel spiked baseball shoes or rubber cleated shoes are both permissible. However, filing, honing, or sharpening steel spikes is prohibited. Team management must make certain that this illegal action does not prevail.
- 1.13 **HEAD PROTECTORS:** A protective helmet of approved design must be worn by each batter and base runner, and each team shall have at least five (5) such helmets, to assure the proper protection.

RULE 4.00—STARTING AND ENDING A GAME

- 4.16 It is a regulation game when: The number of innings hereby prescribed for Bantam League Baseball is seven (7) innings. (See General Rule 4.17 re: **ENDING A GAME.**)

PITCHING RULES—Within the **SANDLOT**, **BANTAM** and **MIDGET** divisions of the S.M.B.A. the pitchers are governed by special pitching rules. This is necessary due to the mental and physical facilities of the participants. This writer urges the managers and coachers to thoroughly familiarize themselves with these rules, and to positively identify the variations between **LOCAL LEAGUE** and **CHAMPIONSHIP** play. Note: Your attention is directed to the fact that the **LOCAL LEAGUE RULES** which are contained and herewith submitted are intended as a **GUIDE ONLY**. The Rules Committee are aware that different problems are evident in different areas, and as such can be remedied by the adoption of different By-laws governing play in each respective league. However, wherever and whenever possible, it is desirable that these Local League Rules be enforced so as to preserve stability and uniformity in the operation of Minor Baseball Leagues.

(It should be recognized that a baseball program should offer baseball to a team on a regular organized basis. It is not particularly desirable that one ball player monopolize the show in this program. There are two dangers that must be avoided; physical exertion, and faulty development of team spirit. Thus, the creation of these rules to dictate regular league play. Emphasis is placed on the regular rotation of starting pitchers, and the assurance that younger pitchers receive a chance.)

RULES GOVERNING THE PITCHER IN SANDLOT BASEBALL (LOCAL LEAGUE)

- (a) A pitcher shall not pitch more than six (6) full innings (18) outs between Monday morning and Sunday night. **EXCEPTION:** He may be retained in the game for one (1) extra inning, provided he is engaged in a tie game.

NOTE: (This rule must not be interpreted to allow a pitcher who has already completed six innings, in previous games, permission to pitch an extra inning). The period Monday morning to Sunday night is listed as a definite period, not an example. This rule is not intended to prohibit pitching more than (18) outs in a seven-day period, but does prohibit pitching more than (18) outs in the defined period, Monday through Sunday.

- (b) A pitcher shall not pitch in more than one game in any one day.
- (c) A pitcher shall not pitch on two consecutive days.
- (d) A pitcher, having pitched in four or more innings in a game, and still eligible to pitch under Section (a) shall be ineligible for further pitching duty until he has forty-eight hours rest.

NOTE: This rule must be in conjunction with Section (a). If the home team wins without playing the last half of the sixth, the visiting team pitcher is charged with five (5) innings, (15) outs, and, after forty-eight hours' rest may pitch three more outs. In any event, the number of innings a boy may pitch is six (6) innings, less the number of innings pitched in previous games during the week, **UNLESS** he is involved in the **TIE GAME EXCEPTION.**

- (e) A manager shall not use more than 5 pitchers in any one game.
- (f) If a pitcher is removed from the mound, even if he is placed at another position remaining in the game, he cannot be returned to the mound.
- (g) Violation of the pitching rules shall result in **FORFEITURE** of the game in which the violation occurs.

NOTE: The withdrawal of an ineligible pitcher after he has been announced but before he has pitched shall not be considered a violation of the pitching rules. Sandlot officials are urged to

take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately. **EXAMPLE:** Should a manager, scorer, league official or umpire discover that a pitcher is ineligible at the beginning or will become so, during the game, or at the start of an inning, the fact should be brought to the attention of the manager of the team involved. Such action should not be delayed until the infraction has occurred.

RULES GOVERNING THE PITCHER IN SANDLOT BASEBALL (CHAMPIONSHIP)

CHAMPIONSHIP ONLY (SANDLOT)

- (a) Any player on the team is eligible to pitch in Championship playoffs.
- (b) No pitcher can pitch more than six (6) innings per series, except in the event he is engaged in a tie game, a pitcher may be retained in the game one inning beyond the regulation six innings.
- (c) A pitcher can pitch a total of six innings in two consecutive games. For the purpose of this rule a pitcher's six innings is based on eighteen put-outs.
- (d) If a pitcher is removed from the mound during a game, although he is retained in the game at another position, he shall not return to pitch in the same game.
- (e) A manager shall not use more than five (5) pitchers in any one game.

NOTE: Managers should not permit their players to "Huddle" on the mound, such tactics may be interpreted as "Stalling," and must be discouraged at once, by the umpires.

NOTE: Conferences between a manager and his batter or his pitcher and ONE fielder are permitted. A manager may not, however, have more than two conferences without making a change in pitchers. "Huddling" is prohibited.

NOTE: It shall be the duty of a team manager to prevent the flagrant misuse of "bench jockeying". The Umpire shall not permit the offensive team members to engage in "Heckling" or "Razzing" any member of the defending team, whether from the bench, dug-out, or elsewhere on the playing field.

RULES GOVERNING THE PITCHER IN BANTAM BASEBALL (LOCAL LEAGUE)

- (a) A pitcher shall not be allowed to pitch in more than seven (7) innings in any one calendar week.
- (b) A pitcher may use up his number of innings permitted within a calendar week in any manner desired by the manager, as long as other pitching rules are met.
- (c) A pitcher shall not be allowed to pitch unless he has had at least forty hours rest after pitching in four or more innings.
- (d) A manager shall not be allowed to change pitchers more than four (4) times in any one game, except in an extra inning tie game, when any pitcher exhausts the seven innings allowed. In the event that a fifth pitcher in a game should become ill or injured and unable to continue pitching, in the opinion of the Umpire-in-Chief, the pitcher may be removed from the game and another pitcher legally inserted. NOTE: The starting pitcher is not considered as a change, therefore, it is possible to have five boys work on the mound, in compliance with this rule. (A sudden relief pitcher may have as many preliminary pitches as the Umpire deems necessary.)
- (e) A pitcher who is withdrawn from the mound, but who stays in the game at another position, shall be permitted to return to the mound as a pitcher, ONLY ONCE during the same game.
- (f) In local League play, a pitcher may not pitch in successive games played by his team after he has retired more than six batters. Pitching at least one ball to the next batter after retiring six men will make the pitcher ineligible to pitch in the next game played by his team.
- (g) Violation of any of the above pitching rules renders the pitcher ineligible for the game in which the violation occurred.

RULES GOVERNING THE PITCHER IN BANTAM BASEBALL (CHAMPIONSHIP)

- (a) Any player on the team is eligible to pitch in playoffs.
- (b) A pitcher may not pitch more than seven (7) innings a series, except in the event he is engaged in a tie game, he may be retained to pitch two (2) extra innings or a total of nine (9) innings.
- (c) A pitcher can pitch a total of seven (7) innings in two consecutive games. For the purpose of this rule a pitcher's seven innings is based on twenty-one put-outs.
- (d) If a pitcher is removed from the mound during the game, but retained at another position, he may be returned to the mound ONLY ONCE during the same game.
- (e) A manager may not use more than five (5) pitchers in one game.

RULES GOVERNING THE PITCHER IN MIDGET BASEBALL (LOCAL LEAGUE)

- (a) No pitcher may pitch more than seven (7) innings in any calendar week except in the event he is engaged in a tie game, he may be retained to pitch three (3) extra innings or a total of ten (10) innings.
- (b) A pitcher must have at least two full days rest between pitching assignments.
- (c) Each team shall be limited to the use of sixteen (16) year old pitchers in ONE GAME ONLY per calendar week. Postponements, non-regulation, or drawn games in which replay or continuance of play is necessary, shall not be counted as the ONE game per week. (Team rosters may carry several sixteen (16) year old pitchers, but these pitchers may participate as pitchers in the ONE GAME ONLY.)

RULES GOVERNING THE PITCHER IN MIDGET BASEBALL (CHAMPIONSHIP)

- (a) Any player on the team is eligible to pitch in playoffs.
- (b) No player can pitch more than seven (7) innings per series, except in the event he is engaged in a tie game, he may be retained to pitch three (3) extra innings or a total of ten (10) innings.
- (c) A pitcher can pitch a total of seven (7) innings in two consecutive games. For the purpose of this rule a pitcher's seven innings is based on twenty-one put-outs.
- (d) There shall be no limit to the number of pitchers used. A pitcher may return to the mound, if removed but retained in the same game.

**OFFICIAL PLAYING RULES OF THE S.M.B.A.
REVISED 1963**

NOTE: The following rules are presented to cover all Divisions within the S.M.B.A. Unless otherwise indicated there shall be no exceptions to the respective classifications.

**RULE 1.00—OBJECTIVES OF THE GAME, PLAYING FIELD
EQUIPMENT**

- 1.01 BASEBALL** is a game between two teams of nine players each with sufficient substitutes and coaches under the direction of a manager, played in accordance with these rules, under authority of an umpire or umpires on a regulation field.
- 1.02 THE OBJECT** of each team is to win by scoring more runs than their opponents, in accordance with these rules.
- 1.03 THE PLAYING FIELD** shall be laid out in agreement with the following measurements:
(THE FOLLOWING MEASUREMENTS SHALL APPLY TO MIDGET AND JUVENILE ENTIRELY.) FOR DIFFERENCES IN SANDLOT AND BANTAM LEAGUES SEE PAGES 3 and 6.
- (a) **THE DISTANCE** between all bases shall be ninety (90) feet.
 - (b) **THE DISTANCE** between the point of home plate and the front side of the pitcher's plate shall be sixty (60) feet, six (6) inches.
 - (c) **THE BATTER'S BOX** shall be rectangular in shape, the size being: six (6) feet by four (4) feet. It shall be centred to home plate, with the inside line six (6) inches from the side of home plate.
 - (d) **THE PITCHER'S MOUND** shall be raised to a gradual slope to a height above the levels of the base paths of fifteen (15) inches.
 - (e) **HOME PLATE** shall be seventeen (17) inches long on the edge nearest the pitcher's mound, and seventeen (17) inches from this side to the back point. The two sides shall be 8½ inches long before they angle to the back point.
 - (f) **THE PITCHER'S RUBBER** shall be six (6) by twenty-four (24) inches.
 - (g) **THE BASES** shall be fifteen (15) inches square, and not less than three (3) and not more than five (5) inches in height.
 - (h) **THE COACHER'S BOX** shall be ten (10) feet by twenty (20) feet. It shall be NOT LESS than ten (10) feet nor MORE than fifteen (15) feet from the base lines.
- NOTE:** See Sandlot and Bantam League differences.
- (i) **THE CATCHER'S BOX** is rectangular in shape and measures forty-three (43) inches wide.
- 1.04 HOME PLATE AND THE PITCHER'S RUBBER** shall be of white rubber anchored in the ground even with the surface.

- 1.05 FIRST, SECOND AND THIRD BASES** shall be of white canvas, filled with a soft material, and anchored securely to the ground.
- 1.06 THE BALL** shall weigh not less than five (5) ounces and not more than $5\frac{1}{4}$ ounces, it shall measure not less than nine (9) and not more than $9\frac{1}{4}$ inches in circumference.
- 1.07 THE BAT** shall be smooth, round, and made entirely of wood. It shall not be more than forty-two (42) inches in length (midget, 36 inches), and its diameter shall not be more than $2\frac{3}{4}$ inches at its thickest part. It may be taped eighteen inches from the small end.
- NOTE: SANDLOT AND BANTAM, SEE PAGES 3 and 6.**
- 1.08 UNIFORMS:** In inter - district playdowns and all those of a higher category, uniforms consisting of shirts, pants, cap, shoes, and socks of baseball design should be worn by all players. Glass or polished metal buttons on uniforms will not be permitted. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- 1.09 THE CATCHER'S GLOVE OR MITT:** The catcher may wear a leather glove or mitt, of any size, shape or weight.
- 1.10 FIELDER'S GLOVES:** Must be made of leather, and may not be more than fourteen (14) inches long from top to bottom, nor more than eight (8) inches wide across the palm. **PITCHER'S GLOVES MUST BE UNIFORM IN COLOR, AND SHALL NOT BE WHITE OR GREY.**
- 1.11 FIRST BASEMAN'S GLOVE OR MITT:** Must be made of leather and may not be more than fourteen (14) inches long from top to bottom nor more than eight (8) inches wide across the palm. The first baseman is the only fielder who shall be permitted to use a special First Baseman's Mitt or Trapper.
- 1.12 SHOES: SEE SANDLOT AND BANTAM, PAGES 3 and 6 (CHAPTERS 1 and 2).** There are no restrictions governing footwear for Midget or Juvenile Leagues.
- 1.13 HEAD PROTECTORS:** A protective helmet of approved design must be worn by each batter and base runner, and each team shall have at least five (5) such helmets, to assure this protection. **THIS RULE IS MANDATORY IN SANDLOT LEAGUES, BANTAM LEAGUES, MIDGET LEAGUES, AND IT IS STRONGLY RECOMMENDED THAT JUVENILE LEAGUE MANAGERS ADOPT IT IN THEIR OPERATIONS.**
- 1.14 ATHLETIC SUPPORTERS:** Preferably of the metallic fibre or plastic type must be worn by **ALL CATCHERS** during both practice and games, and it is further recommended that all players be so equipped.

RULE 2.00—DEFINITION OF TERMS

- 2.01 ADJUDGED** is a judgment decision by an umpire.
- 2.02 APPEAL** is the act of a defensive player or team claiming a violation of rules by an offensive player.

- 2.03 BACK STOP** is the barrier erected behind the catcher in order to allow the catcher to retrieve passed balls easily. The recommended distances behind the catchers are: **SANDLOT**, 20 to 30 feet; **BANTAM**, 40 feet; **MIDGET AND JUVENILE**, 60 feet.
- 2.04 A BALK** is an illegal act by a pitcher with a runner or runners on base, entitling all runners to advance one base. (SEE SANDLOT ON BALKS, PAGE 5.)
- 2.05 A BALL** is a pitch which does not enter the strike-zone in flight and which is not struck at by the batter.
- 2.06 A BASE** is one of the four objectives to be touched or occupied by runners on their legal advance to home base and a score.
- 2.07 A BASE ON BALLS** is an award of first base granted to a batter during his time at bat, who receives four pitches outside the strike zone. (A base on balls does not render the ball dead, and runners may advance further at their own risk.)
- 2.08 A BATTER** is an offensive player who takes his position in the batter's box.
- 2.09 THE BATTER'S BOX** is the area in which a batter must stand during his time at bat.
- 2.10 THE BATTERY** is the pitcher and catcher.
- 2.11 THE BENCH (or Dugout)** is the seating facilities reserved for players, substitutes, and other team members connected with the team, when they are not actively engaged on the playing field.
- 2.12 A BUNT** is a legally batted ball not swung at, but intentionally met with the bat, and tapped slowly within the infield.
- 2.13 A CALLED GAME** is one in which the Umpire-in-Chief ends play before the normal end for some legal reason.
- 2.14 A CATCH** is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; provided he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. If the player has made the catch, and drops the ball while in the act of making a throw following a catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch the player shall hold the ball long enough to prove that he has complete control of the ball, and that his release of the ball is voluntary and intentional.
- 2.15 THE CATCHER** is that defensive player who takes his position back of the home base.

- 2.16 **THE CATCHER'S BOX** is that area behind home base within which the catcher must stand until the pitcher delivers the ball.
- 2.17 **A COACH** is a member of the team who occupies the Coacher's box at first and third base to direct a base runner or batter.
- 2.18 **A DEAD BALL** is a ball out of play because of a legally created temporary stoppage of play.
- 2.19 **THE DEFENSE** (or defensive) is the team, or any player of the team, in the field.
- 2.20 **A DOUBLE-HEADER** is two regularly scheduled or re-scheduled games, played in immediate succession.
- 2.21 **A DOUBLE PLAY** is a play by the defense in which two offensive players are legally put out as a result of continuous action, providing there are no errors between put-outs.
- 2.22 **A FAIR BALL** is a legally batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first base or third base or that touches first or third base or that falls on fair territory on or beyond first or third base, or that, while on or over fair territory, touches the person of an umpire or player. A fair fly ball shall be judged according to the relative position of the ball and the foul-line, including the foul-pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.
- 2.23 **FAIR TERRITORY** is that part of the playing field within and including the first and third base-lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory. Home plate is in fair territory.
- 2.24 **A FIELDER** is any defensive player.
- 2.25 **FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing to first base to retire the batter-runner, throws to another base to retire a preceding runner. The term is also used by scorers.
- 2.26 **A FLY BALL** is a batted ball that goes high in the air in flight.
- 2.27 **A FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner.
- 2.28 **A FORFEITED GAME** is a game declared ended by the umpire-in-chief in favour of the offended team for violation of the rules.
- 2.29 **A FOUL BALL** is a legally batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or, while on or over foul ter-

ritory touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul line, and not as to whether the fielder is on foul or fair territory at the time he touches the ball.

- 2.30 FOUL TERRITORY** is that part of the playing field outside the first and third base lines extended to the fence, and perpendicularly upwards.
- 2.31 A FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. . . . It remains a **FOUL TIP ONLY** if caught, and on any such action as well as being a strike, the ball **REMAINS ALIVE** and in play. Should the foul tip not be legally caught by the catcher it becomes a foul ball. The rule should not be interpreted to allow **SMOTHERED** catches.
- 2.32 A GROUND BALL** is a batted ball that rolls or bounces close to the ground.
- 2.33 THE HOME TEAM** is the team on whose grounds the game is played. If the game is played on neutral grounds, the home team shall be decided by mutual agreement.
- 2.34 ILLEGAL OR ILLEGALLY** is contrary to these rules.
- 2.35 ILLEGAL PITCH** is a pitch delivered to the batter when the pitcher is not in pitching position, all such pitches will be called balls, unless the batter, electing to swing, reaches first base on a hit, error, or otherwise and no outs result.
- 2.36 ILLEGALLY BATTED BALL** is one hit by the batter, when one or both feet are outside the batter's box.
- 2.37 AN INFIELDER** is a defensive player who occupies a position in the infield.
- 2.38 AN INFIELD FLY** is an out called on the batter by the umpire, if, before two are out, while **FIRST AND SECOND** or **FIRST, SECOND AND THIRD** bases are occupied, he hit a fair fly ball, other than a **LINE DRIVE** that in the judgment of the umpire can reasonably be caught by an infielder. When a defensive player who normally plays in the outfield places himself in the infield, he shall for the purpose of the infield fly rule be considered an infielder. In such case the umpire shall declare it an infield fly. However, the runners may be off their bases or advance at the risk of the ball being caught, the same as any other fly ball. If a runner is hit by an infield fly while standing on his base, he shall not be called out, but the ball is dead, and the batter is out; but if a runner is hit by an infield fly while off base, both he and the batter shall be called out and the ball is dead. Any attempted bunt which results in a fair fly ball, shall not be considered an infield fly. If a declared infield fly is allowed to fall untouched, and bounces foul, it is a foul ball, if an infield fly falls untouched outside the base-lines and bounces fair, it is an infield fly.

2.39 IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

2.40 IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

2.41 AN INNING is that portion of a game within which the teams alternate on offense and defense, and in which there are three putouts for each team.

2.42 INTERFERENCE

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter or runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

(b) Defensive interference is an illegal act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs when an umpire hinders, impedes, or prevents a catcher's throw intended to catch a runner in the act of stealing a base, or, when a batted ball strikes an umpire before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

ON ANY INTERFERENCE THE BALL IS DEAD.

2.43 LEGAL (or LEGALLY) is in accordance with these rules.

2.44 A LIVE BALL is a ball which is in play.

2.45 OBSTRUCTION is the illegal act of a fielder who, while not in possession of the ball, and not in the act of fielding the ball, impedes the progress of any runner. Except for the runner actually obstructed, the ball remains in play and other runners may advance at their own risk.

2.46 THE OFFENSE is the team, or any player of the team, at bat.

2.47 THE OFFICIAL RULES are the rules in this code.

2.48 THE OFFICIAL SCORER is a certified representative of the President of the League. He is the official whose decisions in scoring the game are final.

2.49 AN OUT is one of the three required retirements of an offensive team during its time at bat.

2.50 AN OUTFIELDER is a defensive player who occupies a position in the outfield which is the area of the playing field most distant from home base.

2.51 AN OVERSLIDE or OVERSLIDING is the act of an offensive player when his slide to a base, other than when advancing from home to first base is with such momentum that he loses contact with the base, and is in danger of being tagged out.

NOTE: There is a technical difference between oversliding

and over running. If a batter hits a double and overslides, he gets credit for a single, if he hits a triple and is tagged out for oversliding, he gets credit for a double. In both cases he is out. But if he over-runs second on a double or third on a triple, and is tagged out trying to get back, he gets credit for the double or triple.

- 2.52 A PENALTY** is the application of these rules following an illegal act.
- 2.53 THE PERSON** of a player or an umpire is any part of his body, clothing or equipment.
- 2.54 A PITCH** is a ball delivered to the batter by the pitcher.
- 2.55 A PITCHER** is the fielder designated to deliver the pitch to the batter.
- 2.56 THE PITCHER'S PIVOT FOOT** is that foot which is in contact with the pitcher's rubber as he delivers the pitch to the batter.
- 2.57 PLAY** or **PLAY BALL** is the umpire's order to start the game or to resume action following any dead ball.
- 2.58 A QUICK RETURN PITCH** is a pitch made with obvious intent to catch a batter off balance.
- 2.59 A REGULATION SANDLOT LEAGUE GAME IS SIX (6) INNINGS** unless shortened or lengthened legally. **BANTAM AND MIDGET LEAGUE IS SEVEN (7) INNINGS; JUVENILE IS NINE (9) INNINGS.**
- 2.60—A RETOUCH IS THE ACT** of a runner in returning to a base as legally required.
- 2.61 A RUN** or **SCORE** is the score made by the offensive player who advances from batter to base runner and touches first, second, third, and home bases in that order.
- 2.62 A RUN-DOWN** is the act of the defense in attempting to put out an offensive player between bases.
- 2.63 A RUNNER** or **BASE-RUNNER** is an offensive player who is advancing toward, touching or returning to any base.
- 2.64 "SAFE"** is a declaration by the umpire that a runner is entitled to the base for which he was trying.
- 2.65 THE SET POSITION** is the pitcher's position when he stands facing the batter, with his entire pivot foot on, or in front of, and in contact with, but not off the end of, the pitcher's plate, and his other foot in front of the pitcher's plate, holding the ball in both hands in front of his body.
- 2.66 A STRIKE** is a legal pitch when so called by the umpire, **which:**
- (a) Is struck at by the batter and missed;
 - (b) Enters the strike zone in flight and is not struck at;
 - (c) Is fouled by the batter when he has less than two strikes;
 - (d) Is bunted foul, (the batter is out if he bunts foul on the third strike . . . the ball is dead);

- (e) Touches the batter as he strikes at it, (the batter is out if this occurs on his third strike . . . in all cases the ball is dead);
 - (f) Touches the batter in flight in the strike zone; or
 - (g) Becomes a foul tip.
- 2.67 THE STRIKE ZONE** is that space over home-plate which is between the top of the batter's shoulders and his knees when he assumes his natural batting stance.
- 2.68 A TAG** is the action of a fielder in touching a base with any part of his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball or with his gloved hand containing the ball, while holding the ball securely and firmly in his hand or glove.
- 2.69 A SUSPENDED GAME** is a called game which is to be completed at a later date.
- 2.70 A THROW** is the act of propelling the ball with the hand and arm of the player to a given objective, and must always be distinguished from the pitch.
- 2.71 A TIE GAME** is a legal game that ends with the score even.
- 2.72 "TIME"** is the announcement by an umpire of a legal interruption of play, during which the ball is dead.
NOTE: (TIME MUST NOT BE CALLED BY UMPIRES UNTIL ALL LEGAL PLAY HAS ENDED AND NO FURTHER PLAY IS POSSIBLE. MANAGERS AND COACHERS ARE NOT PERMITTED TO CALL "TIME" AT ANY TIME; THEY REQUEST IT, AND THE UMPIRE AWARDS "TIME" WHEN THE SITUATION ALLOWS.)
- 2.73 A TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.
- 2.74 A WILD PITCH** is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.
- 2.75 WIND-UP POSITION** is the pitcher's position when he stands facing the batter, his pivot foot on, or in front of and touching the pitcher's plate, and the other foot free.

RULE 3.00—GAME PRELIMINARIES

- 3.01** Before the game begins, the umpire-in-chief shall:
- (a) Require strict observance of the rules governing team personnel, implements of play, and equipment of players.
 - (b) Require that all playing lines, including extension of foul lines be properly marked with lime, chalk or other white material.
 - (c) Receive from the home team a sufficient supply of baseballs of regulation design.
 - (d) Be assured by the home club that at least six (6) regulation reserve balls are immediately available for use if required.

- (e) Have in his possession at least two alternate balls, and shall require replenishment of such supply of balls, as needed throughout the game. Such alternate balls shall be put in play when—
1. A ball has been batted out of the playing field or into the spectator area.
 2. The pitcher requests an alternate ball, which shall not be given to the pitcher until the previously used ball is dead.
 3. A ball has become discolored or unfit for further use.
- THE UMPIRE SHALL BE THE SOLE JUDGE AS TO FITNESS OF BALLS.**
- 3.02** Five minutes before the game begins, the home team manager shall present to the umpire and the opposing manager all of the ground rules and special rules which he would like to adopt. If these rules are acceptable to the opposing manager, they are legal, providing that they do not conflict with this code. If they are not acceptable to the opposing manager, the Umpire-in-Chief shall make the ground rules and any special rules required. He shall announce such rules to the managers and players, and if possible, to the spectators. The umpires shall proceed to home base where they shall be met by the managers of the opposing teams, or their representatives for formal exchange of batting orders. In sequence, the home manager and the visiting manager must present batting orders in duplicate to the umpire-in-chief. The umpire-in-chief shall retain the originals of the respective batting orders and hand the duplicates to each opposing manager. Acceptance by the manager of his opponent's batting order constitutes announcement of the batting orders. As soon as the home team's batting order is handed to the umpire-in-chief the umpires are in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be called, suspended, or resumed on account of weather or the condition of the playing field.
- 3.03** The pitchers, named in the batting order handed to the umpire-in-chief shall pitch to the first batter or any substitute batter until the batter is put out or reaches first base, unless the pitcher shall sustain injury or illness, which in the judgment of the umpire-in-chief, incapacitates him from pitching.
- 3.04** A player whose name is on his team's batting order may not become a substitute runner for another member of his team.
- 3.05** If line-ups are not exchanged or announced, or if substitutions are not announced, a player shall be considered as having entered the game:
- (a) If a pitcher, when he takes his position on the pitcher's mound;
 - (b) If a batter, when he takes his place in the batter's box;

- (c) If a fielder, when he reaches a position, usually occupied by a fielder;
 - (d) If a runner, when he takes the place of the previous runner.
- 3.06 The manager of the home team shall be the sole judge as to whether a game shall NOT be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the second game of a double-header.
- 3.07 The home team shall provide proper protection sufficient to preserve order and to prevent spectators from entering the field. If a person or persons, enter the playing field during a game and interfere in any way with the play, the visiting team may refuse to play until the field is cleared. **PENALTY**—If the field is not cleared in a reasonable length of time, which shall in no case be less than fifteen minutes after the visiting team's refusal to play, the umpire may forfeit the game to the visiting team.
- 3.08 Players, managers and coaches of the participating teams shall not address or mingle with spectators, nor sit in the stands before or during the game.
- 3.09 The umpire-in-chief may declare a game forfeited in favour of the opposing team before play begins, if:
- (a) The team fails to appear on the field within five minutes of the time the umpire-in-chief calls "PLAY," at the time appointed for the game to begin, unless the delay, in the umpire's opinion, was unavoidable.
 - (b) The team fails to field nine eligible uniformed players.

RULE 4.00—STARTING AND ENDING A GAME

- 4.01 At the time appointed for the game to begin, the umpire-in-chief shall order the home team to take their defensive positions, and the first batter of the visiting team to take his position in the batter's box. As soon as the players are in position, the umpire-in-chief shall call "play" and the game shall begin.
- 4.02 All defensive players, except the catcher, must be in fair territory when the ball is put in play.
- (a) The catcher must stand within the catcher's box until the ball leaves the pitcher's hand. (Failure to do so, **PENALTY**—**BALK**.)
 - (b) The pitcher must be in legal position while in the act of delivery.
 - (c) Except the pitcher and catcher, any fielder may station himself anywhere in fair territory.
 - (d) Except the batter, or a runner attempting to score, no offensive player shall cross the catcher's lines when the ball is in play.
- 4.03 After an umpire calls "Play" the ball is alive and in play and remains so until an umpire calls "Time" for a legal cause. Between the call of "Time" and "Play" the ball is

dead; there can be no play, no player may be put out, no bases run or runs scored, except that runners may advance or return as legally provided.

4.04 The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the replaced player in the batting order.

4.05 The offensive team shall station two coaches on the field during the term at bat, one near first base, and one near third base.

Coaches shall:

(a) Wear identifiable material as sanctioned in the SMBA Constitution;

(b) Remain in the coacher's box at all times;

(c) Address members of his own team only.

PENALTY—The offending coach shall be removed from the game, and shall leave the playing field.

4.06 No manager, player, substitute, coach, trainer or bat-boy shall at any time, whether from the bench, the coacher's box, on the playing field or elsewhere—

(a) Incite, or try to incite, by word or sign, a demonstration by spectators.

(b) Use language, which will in any manner refer to, or reflect upon opposing players, an umpire, or any spectator.

(c) Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.

(d) No fielder shall take a position in the batter's line of vision and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY: THE OFFENDERS SHALL BE REMOVED FROM THE GAME AND SHALL LEAVE THE PLAYING FIELD.

4.07 When the ball is dead, after being hit out of the playing ground or into the spectator area, or after the call of "Time" or for any other reason, play shall be resumed when the pitcher takes his place on the rubber with a new ball, or the same ball, in his possession and the umpire calls "Play". The umpire shall call "Play" as soon as the pitcher takes his place on the rubber with the ball in his possession and the catcher is in position.

4.08 No person shall be allowed on the playing field during a game except uniformed players, coaches and managers, umpires and photographers authorized by the home team. In case of interference with play by any authorized person, the ball is alive and in play, if the umpires rule it unintentional; if the interference is intentional, the ball shall be dead at the moment of interference, and the umpire shall impose such penalties as in his opinion, will nullify the act of interference.

- 4.09 When there is spectator interference with any thrown ball including the throw of a pitcher to a base, the ball is dead and the umpire shall impose such penalties as in his opinion will nullify the act of interference.
- 4.10 A player or players may be substituted during a game at any time the ball is dead. A substitute player shall assume the replaced player's position in the batting order, but may be used in any fielding position.
- 4.11 Players and substitutes shall sit on their team's bench (or dug-out) unless actively participating in the game. No one except eligible players in uniform, managers, coaches, trainers, bat-boys or other team personnel shall occupy the bench (or dug-out) during a game.
- 4.12 A player who is removed from the game by the manager shall not re-enter the game. However, he may be used as a coacher.
- 4.13 No player shall discolor or damage a ball intentionally by rubbing it with soil, resin, or any other foreign substance. If he continues after warning, the umpire shall remove him from the game.
- 4.14 When team members who occupy a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues—**PENALTY**—The umpire shall order the offenders from the bench to the clubhouse or completely away from the playing field. If he is unable to detect the offender, or offenders, he may clear the bench of all substitute players. The manager or captain of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.
- 4.15 If a player who is actively engaged in the game, a manager or a coacher is removed from the game by disciplinary action of the umpire, he must leave the field. He may not sit on the bench or in the stands and may not be recalled.
- 4.16 It is a regulation game when:
In each classification within the SMBA, the following number of innings are hereby prescribed: SANDLOT SIX (6) INNINGS; BANTAM AND MIDGET SEVEN (7) AND JUVENILE NINE (9) INNINGS.
- 4.17 **ENDING A GAME:**
- (a) A regulation game consists of the prescribed number of innings within each division, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the prescribed last inning or only a fraction of it; or (2) because the umpire calls the game.
- (b) The game ends when the visiting team completes its half of the prescribed last inning, if the visiting team has scored fewer runs than the home team has scored in one less inning.

exact point of termination—this is a local League Option—however, if re-play starts from the point of termination, conditions shall be nearly like the original game as possible. The same players should be used, subject to the rules of substitution, however the pitcher is still subject to the regular eligibility rules and managers of Sandlot or Bantam teams are asked to consult the pitching rules in their respective divisions.

- 4.19 The umpire-in-chief shall declare a game forfeited in favour of the opposing team once play has begun, when a team:
- (a) Refuses to continue to play within five minutes after the umpire has called "Play", unless the delay, in the umpire's judgment is unavoidable.
 - (b) Uses methods palpably designed to delay or shorten the game.
 - (c) After warning by the umpire, wilfully and persistently violates the rules of the game.
 - (d) Fails to obey within a reasonable time the umpire's order for removal of a player from the game.
 - (e) Fails to, or is unable to, continuously field nine eligible players.
- 4.20 A severe penalty will be imposed by the Association to any manager giving cause for such forfeitures.
- 4.21 **PROTESTED GAMES**—A protest based on a play which involves an umpire's judgment are not acceptable, and will not be tolerated. Legal protestations may result from a violation of a playing rule, as interpreted by this code, the use of an illegal player or violation of the pitcher's rules. Managers and coaches are asked to consult the SMBA constitutional Handbook regarding protests.

RULE 5.00—PUTTING THE BALL IN PLAY (LIVE BALL)

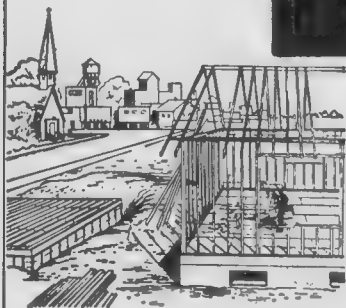
- 5.01 At the time set for beginning the game the umpire shall call "Play".
- 5.02 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or may not offer at it, as he chooses.
- 5.03 The offensive team's objective is to have its batter become a runner and its runners advance.
- 5.04 The defensive team's objective is to prevent offensive players from becoming runners, or to prevent their advance around the bases.
- 5.05 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 5.06 If a thrown ball accidentally strikes a coach, or a pitched or thrown ball strike an umpire, the ball is alive and in play.
- 5.07 The ball becomes dead and runners either advance or return to their bases, without liability of being tagged out, when:
- (a) A pitched ball touches a batter, or his clothing, while in his legal batting position; runners, if forced—advance.

- (c) When it is necessary for the home team to use its half of the prescribed last inning (or its half of an extra inning after a tie) both the inning and the game end immediately, when the winning run is scored before there are three out. EXCEPTION: If the last batter in the final half-inning of a game hits a home run over the fence or into a stand, all runners on base at the time, as well as the batter are entitled to score by touching each base in order.
- (d) If the score is tied when the prescribed number of innings have been completed, play shall continue until one team has scored more runs than the other in an equal number of innings complete, or until the game is ended as in subparagraph (c).
- (e) If a game is called by an umpire, it is a regulation game (1) if five (5) innings have been completed (Bantam, Midget and Juvenile); **FOUR (4) INNINGS FOR SANDLOT**; (2) if the home team has scored more runs in four innings or before the completion of the fifth inning **THAN THE VISITING team** has scored in five completed innings (Bantam, Midget and Juvenile). (**SANDLOT**—If the home team has scored more runs in three or before the completion of the fourth inning, than the visiting team has scored in four completed innings) or (3) if more than five (5) innings have been completed (**BANTAM, MIDGET OR JUVENILE**). (**SANDLOT**: If more than four innings have been completed.)
- NOTE: (ALL CLASSIFICATIONS)**—If a game is called after five (Bantam, Midget, or Juvenile; or four innings—Sandlot) completed innings or more, the score shall be the score at the end of the last completed inning, except that if the home team has scored more total runs than the visiting team at the time the game is called, the score shall be the total number of runs scored by each team at that time.
- (f) If a game is called before it becomes a regulation game as in subparagraph (e) the umpire shall declare it "No Game".

4.18 A regulation drawn game shall be declared by the umpire-in-chief if he terminates play because of weather, darkness, or any other cause which makes further play impossible—if, after five or more completed innings the score is tied—Bantam, Midget or Juvenile, and if, after four or more completed innings, the score is tied—Sandlot, or if after five (5) and four (4) (**RESPECTIVE TO CLASSIFICATION**) or more completed innings, the home team is at bat when play terminates and scores enough runs in an incomplete inning to make its total score equal the visiting team's total score.

NOTE: Any game which does not meet any of the conditions set forth in rules 4.17 or 4.18 shall be declared no contest and must be replayed from the beginning. **TIE** games may be replayed from the beginning or from the

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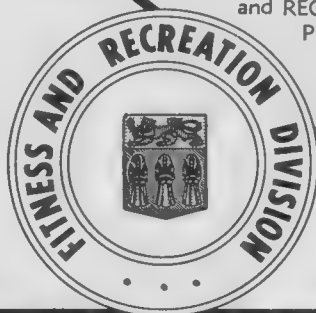


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- LEADERSHIP COURSES

FIELD OFFICES:

- REGINA
- INDIAN HEAD
- MOOSE JAW
- YORKTON
- MELFORT
- KINDERSLEY

- (b) The plate umpire interferes with the catcher's attempt to throw; runners—return.
- (c) A balk is committed; runners—advance. (NOTE: SEE SANDLOT. PAGE 5.)
- (d) A ball is illegally batted; runners—return.
- (e) A foul is hit which is not caught; runners—return.
- (f) Offensive interference is called; runners—return.
- (g) A fair ball touches a runner or an umpire before it touches an infielder other than the pitcher. If a fair ball goes through or by an infielder, and hits a runner immediately back of him, or hits a runner after being deflected by an infielder, the umpire shall not declare a runner out under these circumstances. In making such decision the umpire must be convinced that the ball passed through, or by, the infielder, and that no other infielder had a chance to make a play on the ball; runners if forced—advance.
- (h) The coach intentionally interferes with a thrown ball; runners—return.
- (i) The ball touches spectator; runners—advance.
- (j) Any legal pitch hits a runner trying to score; runners—advance.

5.08 The ball becomes dead when the umpire-in-chief suspends play by calling "time" when:

- (a) In his judgment weather, darkness or similar conditions make further play immediately impossible. The umpire-in-chief shall have authority to call "Play" for resumption of the game whenever the weather and conditions of the playing field warrant it. After a reasonable time of suspension the umpire-in-chief shall have authority to terminate the game, but if there is a chance of resuming play, he may continue such suspension, as long as his judgment warrants.
- (b) An accident befalls a player or an umpire. No umpire shall call "Time" because of such accident, until no further action is possible on the play. EXCEPTION: If an accident to a runner is such as to prevent him from proceeding to a base to which he is legally entitled, such as a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.
- (c) A manager requests "TIME" for a substitution, or a conference.
- (d) The umpire wishes to examine the ball.
- (e) A fielder, after catching a fly ball, falls into a bench, dug-out, or stand, or falls across ropes into a crowd, and the runners may advance one base without liability to be put out. NOTE: However, if after making the catch the fielder, steps into the dug-out but does not fall, the ball is alive and in play and runners may advance at their own peril.
- (f) An umpire orders a player or any other person removed from the game Time shall not be called for this purpose, while the play is in progress.

- 5.09 After the ball is dead, after being hit out of the playing grounds or into the spectator area, or after a call of "Time", or for any reason, play shall resume when the pitcher takes his place on the rubber with a new ball, or the same ball, in his possession and the umpire calls "Play".

RULE 6.00—THE BATTER

- 6.01 Each player of the offensive team shall bat in the order that his name appears in his team's batting order.
- 6.02 The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed his time at bat in the previous inning. NOTE: In the event that a third out is made by a base runner while a batter is in the batter's box, regardless of the count on the batter, he shall be the first batter on the next inning, and the count of balls and strikes shall start over.
- 6.03 The batter shall take his position in the batter's box promptly when it is his time at bat.
- 6.04 The batter shall not leave his position in the batter's box after the pitcher has started his windup or comes to the set position. NOTE: The batter is not at liberty to step in and out of the batter's box, as he pleases, without requesting the call of "Time" from the umpire.
- 6.05 If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take his proper position after any such pitch, and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared "OUT".
- 6.06 The batter's legal position shall be with both feet within the batter's box.
- 6.07 A batter has legally completed his time at bat when he is put out or becomes a runner.
- 6.08 A batter is out for illegal action when:
- (a) Either of his feet are outside the lines of the batter's box when he hits the ball.
 - (b) He steps from one batter's box to the other while the pitcher is in position ready to pitch.
 - (c) He interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base. NOTE: Batter is not out, if any runner attempting to advance is put out, or if a runner trying to score is called out for the batter's interference.
- 6.09 **BATTING OUT OF TURN**—There are three basic mandates to this rule:
- (1) An improper batter may be replaced at any time during his time at bat, by the presentation of an appeal by the

defensive team's manager to the umpire: The proper batter shall then replace the improper batter in the batter's box, and the ball and strike count acquired by the improper batter shall continue with the proper batter.

- (2) When an improper batter has completed his time at bat and has become a runner or is put out, and the defensive team appeals to the umpire before the FIRST PITCH to the next batter, the umpire shall declare the proper batter out, and nullify any advance or score made because of the illegal actions of the improper batter. NOTE: If, during an improper batter's time at bat, a runner advances by means of a stolen base, balk, wild pitch or passed ball, these actions are not the result of the improper batter's actions, and are legal.
- (3) When an improper batter has completed his time at bat and has become a runner or is put out, and no appeal is made by the defensive team immediately prior to the first pitch to the next batter, the improper batter thereby becomes the proper batter, and the advances, or scores as a result of his time at bat becomes legal.

6.10 RETURN TO PROPER BATTING ORDER:

- (a) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter so called out.
- (b) When an improper batter becomes a proper batter because no appeal was presented before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter.
- (c) The instant an improper batter's actions becomes legal, the batting order is resumed with the name following that of the legalized improper batter.
NOTE: The umpire, at no time, shall direct the attention of any person to the presence of an illegal batter.

6.11 THE BATTER BECOMES A RUNNER AND IS ENTITLED TO FIRST BASE WITHOUT DANGER OF BEING PUT OUT (PROVIDED HE ADVANCES TO AND TOUCHES FIRST BASE) WHEN:

- (a) "Four balls" have been called by the umpire.
- (b) The catcher interferes with him, such as, but not limited, to tipping his bat, unless, despite the catcher's interference the batter reaches first base on a hit, error, or otherwise, and no base runner is put out, in which case, disregard the catcher's interference.
- (c) He is touched by a pitched ball which he is not trying to hit while he is in the batter's box in legal position, unless he makes no honest effort to avoid the pitch, in which case, no award is given, and the pitch shall be called a "ball" or "strike" by the umpire.
- (d) He hits a fair ball which touches a runner or umpire before it touches an infielder (including the pitcher) or before it goes through or by an infielder who is trying to field the ball.

6.12 A BATTER IS OUT WHEN:

- (a) His fair or foul fly ball (other than foul tip) is legally caught by any player of the opposing team.
- (b) He bats the ball illegally. (See Rule 6.08 (a).)
- (c) He has three strikes, either called or swinging, the third strike must be legally caught by the catcher, unless first base is occupied and there is less than two outs. (NOTE: There is an EXCEPTION to this rule in SANDLOT—SEE PAGE 4.)
- (d) He bunts foul on the third strike.
- (e) He hits an infield-fly. (See Rule 2.38.)
- (f) He attempts to hit or bunt a third strike, and the ball touches him.
- (g) After hitting or bunting a fair ball, he touches it a second time or strikes it with the thrown bat or deflects its course in any manner. If the batter drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intentional interference, the ball remains alive and playable.
- (h) After hitting or bunting the ball in foul territory, he intentionally deflects the course of the ball in any manner while running to first base.
- (i) After a fair hit, he is tagged by a defensive player, with the ball before he touches first base or first base is tagged by a defensive player who holds the ball firmly in his glove or hand.
- (j) In running the last half of the distance from home base to first base while the ball is being fielded at first base, he runs outside (right) of the three-foot line or inside (left) of the base line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base. He must, however, run outside (right) or inside (left) to avoid a fielder attempting to field a batted ball.
- (k) A fielder intentionally drops a fly-ball or line drive provided there are less than two out, whether or not other bases are occupied. The force being removed, the runners may advance at their own risk, but must be tagged with the ball.
- (l) A preceding runner shall, in the judgment of the umpire, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw the ball in an attempt to complete any play.
- (m) Spectator interference clearly prevents a fielder from catching his fly ball.
- (n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the strike zone; the umpire shall call "strike three", the batter is out, and the run will not count; with less than two out, the umpire shall call "strike three", the ball is dead, and the run counts.

6.13 THE BATTER BECOMES A RUNNER:

- (a) He makes a fair hit.
- (b) The third strike, either called or swinging, is not caught by the catcher, providing first base is unoccupied or occupied with two out. (NOTE: There is an EXCEPTION to this rule in SANDLOT—See Page 4.)
- (c) Although interfered with by the catcher, he reaches first base on a hit, error, base on balls, or otherwise.
- (d) A fair fly ball passes over a fence or into the stands at a prescribed distance from home base, as outlined in the playing field regulations governing each classification. Such hit entitles the batter to a home run when he shall have touched all bases legally. A fair hit ball which passes over a fence or into the stands at a distance LESS than the prescribed, shall entitle the runner to advance two bases ONLY.
- (e) A fair ball after striking the ground bounces into the stands, passes through or under or bounces over a fence, or through or under a score-board, or through or under shrubbery lining the playing field, the batter shall be entitled to two bases.
- (f) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence, on either fair or foul territory, the batter shall be entitled to two bases.
- (g) Any fly ball is deflected by a fielder into the stands, or over a fence, in FAIR territory, it is a home run; if deflected into the stands or over a fence INTO FOUL territory, the batter shall be entitled to two bases only.

RULE 7.00—THE RUNNER

- 7.01 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out; or is forced to vacate it for a succeeding runner.
- 7.02 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall re-touch all bases in reverse order, unless the ball is dead. In that case he may go directly to his original base.
- 7.03 In running to first base he may over-run or over-slide the base, provided he returns to the base at once.
- 7.04 In the event a runner fails to touch a base while advancing or returning, he is out, if a defensive player shall touch him with the ball or shall touch the base illegally missed, or the original base while holding the ball in his glove or hand. The umpire, on calling the play, will only do so, upon direct appeal from the defensive team. THIS IS AN APPEAL PLAY.
- 7.05 With less than two out, the standing of the following runner is not effected by a preceding runner's failure to touch a base. If, upon appeal, a runner is the third out, no runners following him may score.

- 7.06** Two runners may not occupy a base. But if, while the ball is alive, two runners are touching the same base, the second runner will be out when tagged. The first runner is entitled to the base.
- 7.07 EACH RUNNER, OTHER THAN THE BATTER-RUNNER, MAY WITHOUT LIABILITY TO BE PUT OUT, ADVANCE ONE BASE WHEN:**
- (a) There is a balk (EXCEPTION: SANDLOT—See Page 5.)
 - (b) The batter's advance without liability to be put out forces the runner to vacate his base. In the event of a base-on-balls award to the batter-runner, the ball remains alive and in play.
 - (c) The batter hits a fair ball that touches ANOTHER runner or the umpire before such ball has been touched by or has passed a fielder, if the runner is forced to advance.
 - (d) He is OBSTRUCTED by a fielder, including the catcher. The ball is dead ONLY in respect to the runner involved, and all other runners advance at their own peril.
 - (e) A ball which is thrown by the pitcher to a base to catch a runner goes into a stand, player's bench or dug-out, or over or through a fence, or is touched by a spectator.
 - (f) While he is attempting to steal a base, the batter is interfered with by the catcher or any other fielder.
- 7.08 SANDLOT LEAGUE ONLY—**When a pitcher is in contact with the pitcher's rubber with the ball in his possession and the catcher in the catcher's box ready to receive delivery of the pitch, base runners shall not leave their bases until the ball has been delivered and has reached the batter. NOTE: FOR A COMPLETE AND DETAILED CLARIFICATION OF THIS RULE—SEE SANDLOT, PAGES 5 and 6.
- 7.09 EACH RUNNER, INCLUDING THE BATTER-RUNNER MAY, WITHOUT DANGER OF BEING PUT OUT, ADVANCE:**
- (a) To home base, if the batter hits a fair fly ball that passes over a fence or into the stands, at a prescribed distance from home base, providing all runners, including the batter-runner touch all bases. Or if, a ball which in the umpire's judgment would have cleared such a fence or stands in flight, and is deflected by a defensive player who throws his cap, glove or any other article of his clothing; award the batter-runner a Home Run.
 - (b) Three bases, if a batted fair ball is deliberately touched by a thrown glove, or any other part of a player's uniform, while detached from its proper person, the ball remains alive and the runner may attempt to reach home base at his own peril.
 - (c) Two Bases, if a fair ball touches a spectator, or if it bounce into the stands, or bounces over or under a fence, scoreboard, shrubbery, or goes through an outfield barrier.

- (d) **Two Bases**, if a live **THROWN** ball is touched by a fielder's glove or any part of his clothing while detached from its proper place on his person. The ball remains alive and the runner or runners may advance beyond the two bases allowed, at his own risk.
 - (e) **Two Bases**, if a live thrown ball goes into the stands, or into the player's bench or dug-out, or remains in the meshes of a wire screen protecting the spectators. **NOTE:** This rule is applicable only if the stands, player's bench or dug-outs or wire screen are of regulation specifications, and are situated at the proper distances from the playable areas. A mutual agreement of ground rules designed to offset any such discrepancies are optional.
 - (1) When such thrown ball is the first act of an infielder or outfielder (including a pitcher, who is not in pitching position when he threw the ball) the umpire in awarding such bases shall be governed by the positions of the runner or runners at the time the ball was thrown.
 - (2) If a play intervenes between the first throw and the wild throw, the umpire in awarding such bases shall be governed **BY THE POSITION OF** the runner or runners, at the time the wild throw was made.
 - (3) In no case shall any runner be awarded more than two bases, even if this prevents all runners from advancing the two bases allowed.
 - (f) **ONE base**, if a ball which is pitched to the batter, goes into a stand, a player's bench or dug-out, over or through a back-stop or is touched by a spectator. The ball is dead. **NOTE:** If such pitch is "Ball Four" the batter-runner is entitled to **first base ONLY**.
- 7.10** A batter who has become a base runner is entitled to unimpeded progress as he advances around the bases. Whenever a fielder impedes the runner in any way, unless he is attempting to field the ball, or has the ball in his possession, the umpire shall call "**OBSTRUCTION**", the ball shall remain in play, and all runners shall be permitted to advance, without liability to be put out, to the bases which, in the judgment of the umpire, the runners would have reached had obstruction not occurred.
- 7.11** In a "run-down" play if the runner is obstructed by any fielder who does not have the ball in his possession (unless the fielder is in the act of fielding the ball) the umpire shall call "obstruction" and the runner shall be permitted to occupy the base he is attempting to reach when the obstruction occurs. If any runners are forced to return, they may do so without the liability of being put out.
- 7.12** If, with a runner on third base and trying to score by means of a squeeze play or steal, the catcher or any fielder steps on, or in front of home base without possession of the

ball, or touches the batter or his bat before the ball has reached the strike zone, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead. NOTE: This rule does not apply in SANDLOT LEAGUE.

7.13 ANY RUNNER IS OUT WHEN:

- (a) He runs more than three feet away from a direct line between bases to avoid being tagged, unless his action is to avoid interference with a fielder fielding a batted ball.
- (b) He intentionally interferes with a thrown ball, or hinders a fielder attempting to make a play on a batted ball; the ball is dead and other runners must return, furthermore, if in the judgment of the umpire the attempted play would have resulted in a put-out, had the runner not interfered, the runner on whom such judgment is based will also be declared out.
- (c) He is tagged with a live ball while off his base. The ball must be firmly and securely held by the fielder before and after the tag. If the impact of the runner breaks the base loose from its legal position no further play can be made on this runner, if he had reached the base safely.
- (d) He fails to re-touch his base after a fair or (fly ball in foul territory) is legally caught, before he or his base is tagged by a defensive player. He is not out, however, for failure to re-touch, after the first following pitch. **THIS IS AN APPEAL PLAY.**
- (e) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a FOLLOWING runner is put out on a force play, the force is removed, and the runner must be tagged to be put out. (The force is removed as soon as the runner reaches the base to which he is forced to advance, and if he over-slides or over-runs he must be tagged to be put out.)
- (f) He is touched by a batted ball in fair territory, before the ball has touched or passed a fielder. The ball remains alive, should he be touched by a batted ball which has passed through or deflected by a fielder, and in the judgment of the umpire, no other fielder had a chance to field the ball.
- (g) He is hit by a declared infield-fly while off his base. However if he is on his base when hit by a declared infield-fly, the batter remains the only player effected.
- (h) He attempts to score on a play in which the batter interferes with the play at home base and there are less than two out. With two out, the interference puts the batter out, thus the attempted score fails.
- (i) He passes a runner before such preceding runner is out.
- (j) After he has acquired legal possession of a base, he runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The umpire shall immediately call "TIME" and declare the runner out.

- (k) He fails to return at once to first base after over-running or over-sliding that base. If he attempts to run to second after such action, he is out when tagged. If, after over-running, or over-sliding he fails to return to his base at once, he is out on appeal, when he or the base is tagged.
- (l) In running or sliding for home base, he fails to touch home base, and makes no further attempt to return to that base, he is out, on appeal when a fielder holds the ball in his hand or glove, while touching home base.

7.14 IT IS INTERFERENCE BY A BATTER OR A RUNNER WHEN:

- (a) After a third strike he hinders the catcher in his attempt to field the ball.
- (b) After hitting or bunting a fair ball, his bat hits the ball a second time or he touches the ball in fair territory. If the batter-runner drops his bat and the ball rolls against the bat, in fair territory and in the judgment of the umpire, there was no intention to interfere with the course of the ball, the ball remains alive and in play.
- (c) He intentionally deflects the course of a foul ball in any manner.
- (d) Before two are out and a runner on third base, the batter hinders a fielder in making a play at home base. The runner is out.
- (e) Any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder, or add to the difficulty of the fielders. Such runner shall be called out for the interference of his teammate or teammates.
- (f) Any batter or runner who has just been retired hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate.
- (g) In the judgment of the umpire, the coach at first or third base, by touching or holding a runner, physically assists him in returning to or leaving his base. The runner, however, shall not be called out, if no play is made on him.
- (h) With a runner on third base, the coach leaves his box and acts in any manner to draw a throw by a fielder.
- (i) In running the last half of the distance from home to first base, while the ball is being fielded to first base, he runs (outside) right of the three-foot line or (inside) left of the foul line, and in the judgment of the umpire interferes with the fielder taking the throw or attempting to field a batted ball.
- (j) He fails to avoid a fielder, who is attempting to field a batted ball, or intentionally interferes with a thrown ball, unless, that if several fielders attempt to field a batted ball, and the runner comes in contact with one or more of them,

the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out, if contact was made with any other.

- (k) A fair ball touches him before touching a fielder; if the ball goes through or passes a fielder, and hits a runner immediately back of him he shall not be declared out, for being hit with a batted ball. If, in the judgment of the umpire, a runner deliberately and intentionally kicks such a batted ball on which a fielder has missed a play, then the runner shall be called out for interference.

THE PENALTY FOR ALL INTERFERENCE: The runner or batter is out, dead ball.

7.15 Any runner is out on appeal, before the next legal pitch; when:

- (1) After a fly ball is caught, he fails to re-touch his base before he or his base is tagged.
- (2) With the ball in play, while advancing or returning to a base, he fails to touch each base in order before he, or a missed base, is tagged.
- (3) He overruns or overslides first base and fails to return to the base immediately, and he or the base is tagged.
- (4) He fails to touch home base, and makes no attempt to return to that base, and home base, is tagged.

7.16 The players or coaches of an offensive team shall vacate any space needed by a fielder who is attempting to field a batted or thrown ball. **PENALTY:** Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

RULE 8.00—THE PITCHER

8.01 LEGAL PITCHING DELIVERIES. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

- (a) **The Windup Position:** The pitcher shall stand facing the batter, his pivot foot on, or in front of and touching the pitcher's plate, and his other foot free. From this position any natural movement associated with his delivery of the ball to the batter commits him to the pitch without interruption or alteration. He shall not raise either foot from the ground, except that in his actual delivery of the ball to the batter he may take one step forward with his free foot.
- (b) **The Set Position:** Set position shall be indicated by the pitcher when he stands facing the batter with his entire pivot foot on, or in front of, and in contact with, and not OFF the end of the pitcher's plate, holding the ball with both hands in front of his body, coming to a complete stop of at least one second. From such Set Position he may deliver the ball to the batter, throw to a base, or step backward off the pitcher's plate with his pivot foot. Before assuming Set Position the pitcher may elect to make any

natural preliminary motion such as that known as the "stretch". But if he so elects, he shall come to "Set" position before delivering the ball to the batter. After assuming Set Position any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption.

- (c) At any time during the pitcher's preliminary movements and until his natural pitching motion commits him to the pitch, he may throw to any base provided he steps directly toward such base before making the throw.
- (d) If the pitcher removes his pivot foot from contact with the pitcher's plate by stepping backward with that foot, he thereby becomes an infielder and, if his subsequent throw to a base, becomes a wild throw, it shall be considered the same as a wild throw by any other fielder.

8.02 The pitcher shall be removed from the game and from the grounds if he:

- (1) Applies a foreign substance of any kind to the ball, after warning.
- (2) Expectorates on the ball, his hand or glove, after warning.
- (3) Rubs the ball on his glove, person or clothing, after warning.
- (4) Deface the ball in any manner.
- (5) Pitches a "Shine Ball", "Spit Ball", "Mud Ball" or "Emery Ball".
- (6) Intentionally delays the game by throwing the ball to players other than the catcher, when the batter is in position, except in an attempt to retire a runner.
- (7) Pitches at a batter's head or body intentionally. (If in the umpire's opinion SUCH violation occurs, he shall call "Time" and warn the pitcher and the manager of the defensive team, that one such repeat pitch will mean the immediate expulsion of the pitcher from the game.)

8.03 The pitcher shall not pitch the "Quick Return" ball. Each such pitch shall be called a ball, unless the batter reaches first base on a fair hit, error or otherwise.

8.04 If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first on a fair hit, error or otherwise.

8.05 When a pitcher takes his position at the beginning of each inning, or when he relieves another pitcher, he shall be permitted to pitch five (5) preparatory pitches, or if in the umpire's judgment, more such pitches are necessary, he shall allow as many, as in his opinion is in the best interests of the Minor League pitcher, to warm up.

8.06 If a pitcher is replaced, his substitute shall pitch to the batter then at bat, or the first batter he faces, until such batter completes his turn at bat or until the inning ends,

unless the substitute pitcher is injured or suffers illness, and in the opinion of the umpire, he cannot continue.

8.07 If, with the bases unoccupied, the pitcher delays the game by failing to deliver the ball to the batter within 20 seconds after assuming pitching position, the umpire shall call a "ball".

8.08 The pitcher shall not be permitted to wear a shirt with ragged, frayed or slit sleeves, he shall not be permitted to attach tape or other material to his glove or clothing, and shall not be permitted to wear objects on his pitching hand or arm, such as, rings, bracelets, watches, etc.

8.09 IF THERE IS A RUNNER OR RUNNERS, IT IS A BALK, WHEN THE PITCHER

- (a) While touching his plate, makes any motion naturally associated with his pitch and fails to deliver the ball.
- (b) While touching his plate, feints a throw to first base, and fails to complete the throw.
- (c) While touching his plate, fails to step directly toward any base before throwing to that base.
- (d) While touching his plate, throws or feints a throw to an unoccupied base, except to make a play.
- (e) The pitcher makes an illegal pitch.
- (f) Delivers the ball while he is not facing the batter.
- (g) Makes any motion naturally associated with his pitch while he is NOT touching the pitcher's plate.
- (h) Unnecessarily delays the game.
- (i) Without the ball in his possession stands on or astride the pitcher's plate.
- (j) Without the ball in his possession, he feints a pitch.
- (k) After coming to "Set" position, he removes one hand from the ball other than in actual pitch, or in throwing to a base.
- (l) While touching his plate, drops the ball. (Accidentally or otherwise.)
- (m) Pitches while the catcher is not in his box.
- (n) Delivers the pitch from the "Set" position without coming to a stop of one second.
- (o) Makes a "Quick Return" pitch.

NOTE: (Sub-paragraphs (n) and (o) do NOT APPLY IN SANDLOT LEAGUE.

PENALTY FOR A BALK: The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first base on a hit, error, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk. NOTE: THIS PENALTY NOT APPLICABLE TO SANDLOT—SEE PAGE 5.

RULE 9.00—THE UMPIRE, HIS RIGHTS AND RESPONSIBILITIES

- 9.01** (a) The Umpire-in-Chief of the S.U.A. shall appoint one or more umpires to officiate at all S.M.B.A. sponsored play-off games, under the authorization of the Commissioner of the S.M.B.A. The umpires shall be responsible for the conduct of the game in accordance with these rules, and for maintaining discipline and order on the playing field during the game.
- (b) Each umpire, so assigned, is the direct representative of the S.M.B.A. and shall be authorized, and required to enforce all of these rules. Each umpire shall have equal authority to order a player, coach, manager, or other club official to do, or refrain from doing, anything which effects the administering of these rules, and to impose and enforce the prescribed penalties.
- (c) Each umpire shall have equal authority to rule on any point not specifically covered by these rules.
- (d) Each umpire shall have equal authority to disqualify any player, coach, manager or other club personnel for conduct or language, which is adjudged detrimental to the game, and to remove such disqualified person from the playing field. (If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until all possible play is complete.
- (e) Each umpire shall have equal authority at his discretion to remove from the playing field any person whose presence is permitted, such as ground-keepers, ushers, photographers, newsmen, etc., or any spectator or spectators, not authorized to be on the field.
- (f) Upon assignments of umpires, the umpire-in-chief of the S.U.A. shall designate a senior umpire, whose duty it shall be: (1) To submit a complete and detailed report of the game, (in triplicate); (2) Such report shall contain all incidents worthy of comment, including the disqualification of players, etc., and the reasons; (3) Upon completion of the report, it shall be returned to the office of the umpire-in-chief of the S.U.A. within forty-eight hours of the game so reported.
- 9.02** (a) Any umpire's judgment decision, such as, but not limited to: whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is FINAL. Such decisions may not be appealed, and offer no basis for protests.
- (b) If there is reasonable doubt that any umpire's decision may be in conflict with these rules, the manager or field captain ONLY may appeal the decision, and seek its reversal. Such an appeal shall be made only to the umpire who made the protested decision.
- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a

final decision. No umpire shall criticize, seek to reverse, or interfere with another umpire's decision unless called into consultation by the umpire making it.

- (d) No umpire shall be replaced during a game unless he is injured or becomes ill.

9.03 (a) If there is only one umpire, he shall have complete jurisdiction in administering the rules, and he shall occupy any position on the playing field which, in his opinion, will enable him to discharge his duties.

- (b) If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires.

9.04 (a) The duties of the umpire-in-chief shall be:

- (1) Take full charge of, and be responsible for, the proper conduct of the game.

- (2) Call and count balls and strikes.

- (3) Call and declare fair balls and fouls (except those commonly called by field umpires).

- (4) Make all decisions on the batter.

- (5) Make all decisions except those commonly reserved for field umpires.

- (6) Decide when a game shall be FORFEITED.

- (7) If a time limit has been set, or a mutual agreement has legally shortened a game, this fact must be announced before the game.

- (8) Announce or cause to be announced, all special ground rules.

- (b) A field umpire may take his position, anywhere on the playing field, which in his judgment, is best suited for making impending decisions on the bases. His duties shall be:

- (1) Make all decisions on the bases except those specifically reserved for the umpire-in-chief.

- (2) Have equal authority with the umpire-in-chief, in calling "Time", balks, defacement or discoloration of the ball by the pitcher, or the use of the illegal pitch.

- (3) Aid the umpire-in-chief in every manner in enforcing these rules, and excepting the power to forfeit games, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

9.05 If different decisions should be made on one play by different umpires the umpire-in-chief shall call all the umpires into consultation, with no player or manager present. After consultation, the umpire-in-chief (unless otherwise designated as Senior Umpire by appointment) shall determine which decision will prevail, based on which umpire was in best position and which decision was most likely correct. Play will proceed as if only the final decision had been made.

- 9.06** When any player, manager, coach or other club personnel is disqualified for a flagrant offense, such as the use of obscene or indecent language, or the more serious offense of assault upon the person or persons of an umpire, player, manager or coach, the full particulars shall be forwarded to the office of the Commissioner of the S.M.B.A. within four (4) hours following the game in which the offense occurs. (THIS RULE APPLIES TO S.M.B.A. PLAY-OFFS ONLY.)
- 9.07** **LOCAL LEAGUE** incidents (other than play-off) shall be reported by the umpires to the President of the local League within 24 hours after the game. ALL violations, including the reasons for personnel removal shall be submitted.
- 9.08** When the President of the local League has been informed that a player or manager, etc., has been removed from a game, he shall require such player or manager to appear before at least three members of the executive, and explain his conduct. In the case of a player, his manager can appear with him in the capacity of advisor. The executive present at the meeting shall impose such penalty as they feel is justified.

MINOR LEAGUE COMMENTS

The short, brisk notations which follow, are designed to assist in the interpretation of a particular rule, whenever that rule does not provide a clear and undisputed answer. These comments and notations are hereby declared a part of the Official S.M.B.A. Baseball rules.

- 1.05** The bases must be securely anchored, and placed in proper position on the lines within Fair territory. If in proper position, any batted ball striking a base is a Fair Ball.
- 1.06** The Ball: The legal measurements governing the weight and the circumference are EXACTLY the same in all classifications.
- 1.08** The uniform is a distinctive part of baseball, it should be worn proudly and properly. Managers will discourage the slovenly habit of wearing pant legs around the ankles. Shirt-tails and undershirts must be tucked in under the trousers, and caps should complete the dress. Umpires shall insist that batters and pitchers observe this rule, as a means of minimizing distractions for the mutual protection of both players.
- 1.13** Head Protectors. It is mandatory that BOTH batter and runner wear the helmet. Umpires shall insist that this rule is followed to the letter.
- 2.02** **THE APPEAL** must be presented to the umpire immediately following the act on which the appeal is launched. Failure to do so before the next following pitch renders any appeal obsolete.

- 2.14 **THE CATCH:** Must be directly into the hand or gloved hand, without contacting any part of the player's body or clothing. A so-called "Basket-Catch" is legal, providing it meets these requirements.
- 2.20 Distinguish clearly the difference between a "Double-header" and two scheduled games. To qualify as a double-header, one must immediately follow the other. The umpire-in-chief for the first game of a double-header, shall also take charge of the second.
- 2.27 **FORCE PLAY:** Confusion surrounding a force play can be removed by remembering that the lead runner is in the forced position. **EXAMPLE:** Should a batter ground to an infielder with a runner on first base, and such fielder elect to throw the ball, or touch first base, the force is immediately removed, and to execute a double play, it is necessary that the runner going to second be tagged.
- 2.42 **INTERFERENCE:** The basic difference between interference and obstruction is that in ALL cases of interference the ball is Dead. Should an obstruction play occur, the ball is dead only in regards to the player involved, and all other runners remain in peril.
- 2.54 Distinguish between a Pitch and a Thrown ball. The pitch is an exclusive delivery by the pitcher to the batter. All other deliveries of the ball by one player to another are throws or thrown balls.
- 2.58 A "Quick Return" pitch is not only illegal, it is dangerous, and **MUST** not be tolerated by officials in a Minor League game.
- 2.67 **Strike Zone:** Umpires shall strive in obtaining a uniformity in determining the batter's strike zone. A crouch which is designed to alter the zone, and to confuse the pitcher and/or catcher, shall be disregarded. However, some batters maintain an exaggerated crouch in assuming a natural stance.
- 3.01 (e) The alternate balls should always be handled by the umpire-in-chief as this will tend to avoid confusion and delays. The alternate balls should only be delivered to the pitcher after all runners have returned to their respective bases.
- 3.04 Courtesy runners are not permissible. In the event of injury or illness substitution should be followed in the proper manner.
- 3.09 **Forfeiture in Minor Baseball** is an unforgiveable situation. All resources should be exhausted before a forfeiture is effected. The S.M.B.A. deem a forfeiture a most serious offense, and extreme penalties are attached to personnel giving undue cause for such forfeitures.

- 4.07 This is a most important rule, so much so, that it appears twice written in the same words in this issue. (SEE Rule 5.09.) In many instances it has been noted that the "hidden ball" trick has been attempted with a dead ball, and what is more surprising the number of times it has been allowed. When a ball is fouled out of the playing area, or into the spectator area, the alternate ball **REMAINS DEAD** until the pitcher takes his place on the pitcher's rubber, and the umpire calls "Play".
- 4.13 A pitcher may use resin on his pitching hand only. He may be allowed to rub the ball in his hands.
- 4.14 **THE RE-CALL** of players under this rule shall apply only to substitutes who were banished to preserve order, when the umpire is unable to detect the offenders. Any **PLAYER, MANAGER, or COACHER**, who is detected as an offender and ejected **CANNOT** be re-called.
- 5.07 (a) A batter is considered as hit by a pitched ball, when it touches his person, which includes his clothing; providing such clothing is in its proper place. The plate umpire shall insist that batters approaching the batter's box be properly dressed, so that incidents of this nature may be avoided.
- 6.04 A batter who leaves his position in the batter's box after a pitcher has started his windup, or has come to set position, does so at the risk of having a strike called on him, providing the pitch is in the strike zone. The batter is not at liberty to walk in and out of the batter's box as he pleases.
- 6.08 (a) The batter, called out for illegal batting, must actually hit the ball when he is out of the batter's box. There is no penalty if his attempt to hit the ball fails, **UNLESS** he should interfere with the catcher attempting to make a play with the ball. His attempted failure naturally shall be counted a "Strike".
- 6.09 The umpire or umpires at no time will direct the attention of an improper batter in the batter's box. The rule is designed for teams to be continually on the alert. Such rule also applies to other appeal plays, such as missing a base by a runner, failure to tag up on a fly ball, etc.
- 6.11 This rule is particularly effective, when the batter who has been awarded first base, fails to reach and touch first base. He then forfeits his right to the base without liability of being put out, and becomes liable, upon appeal, by the defensive team. **EXAMPLE:** A batter draws a walk, with the bases all occupied, and fails to proceed to first base, believing the run forced in by the action terminates the game. **HE is OUT on APPEAL** and the score is nullified. The same example would take place if he were hit by a pitched ball.

- 6.11 (c) His effort to avoid the pitched ball must be honest. Umpires shall be alerted to disallow an award of first base to a batter who does not make an honest effort to avoid a pitch. In determining the proper interpretation of this rule in various divisions, the umpire shall take into account the position of the pitch, when it touches the batter. In sandlot baseball, for instance, a batter may "freeze" on an inside pitch, simply because he lacks the experience, and such an effort shall not be adjudged as dishonest. Comparably, an older boy will allow himself to be touched with a slow inside pitch. This is the type of action that shall be disallowed.
- 6.13 (d) The prescribed minimum distances in each classification to qualify for a home run are: Sandlot, 165 ft.; Bantam, 200 ft.; Midget and Juvenile, 250 ft. The recommended suggestions are: Sandlot, 180 ft. on foul lines, 200 ft. in centre field; Bantam, 200 ft. on foul lines, 250 ft. in centre field; Midget, 285 ft. on foul lines and 320 ft. in centre field; Juvenile, 320 ft. on foul lines and 400 ft. in centre field.
- 7.10 A runner is entitled to advance as far as his daring will dictate, and the base lines belong to the runner, unless the fielder has the ball in his possession OR is in the act of fielding the ball. To subject the runner to obstruction, whether intentional or otherwise, is highly dangerous and unsportsmanlike. Umpires shall enforce the obstruction rule without exception.
- 7.13 (b) The runner is out when he hinders a fielder in the act of fielding a batted ball, whether the action was intentional or otherwise.
- 7.13 (d) A runner need NOT re-touch on a foul tip that goes directly from the bat into the catcher's glove. The ball remains alive, and all advancing action is legal.
- 7.13 (f) If two runners are hit by the same fair batted ball, only the first runner so hit, is out. The ball is instantly dead on contact with the first runner.
- 7.13 (d) The act of re-touching in this rule, means to tag up and start from a standing position after the ball is caught. A runner shall not be permitted to take a flying start from a position in back of the base. Should two fielders be involved in making a catch of a fly ball, that is, pop out of the glove of one into the hands of another, the runner is permitted to advance at the moment the ball makes contact with the first fielder.
- 7.09 (a, b, d) The thrown glove or detached cap or other part of clothing MUST ACTUALLY touch the ball. There is no penalty if the ball is not touched.
- 8.02 (7) Pitching at a batter's person is highly dangerous, and shall not be tolerated by the officials. Umpires shall not hesitate to enforce this rule to the letter.

8.09 With the no lead-off rule prevailing in Sandlot Baseball, it is the erroneous belief that the pitcher is not vulnerable to this rule. Excepting sub-paragraph (n) "A sandlot pitcher is not required to pause for one second after coming to set position," and sub-paragraph (o) different penalties are enforced on the "Quick Return" pitch. ALL other rules apply in all classifications.

7.08 **SANDLOT LEAGUE ONLY:** If a runner leaves his base before the pitch has reached the batter, IIE SHALL NOT be declared out for this action. The play is allowed to proceed until its conclusion, and if a play is made and the runner retired, the OUT WILL STAND. However, if he is safe, "Time" is called and the runner must return to the base, which he illegally left. Umpires shall drop a white handkerchief or other form of signal flag, when such an offense occurs. The adoption of this method, shall assist the umpiring staff, in the event one or several plays immediately follow the offense.

(Sub-paragraph) (d): This rule explicitly covers the lead-off offense if the batter does not hit the ball, and must be clearly interpreted. **EXAMPLE:** With runners on third and first, and the runner on first base leaves too soon, and the catcher, in his attempt to retire the runner going into second base, throws wildly, the runner at third will NOT be permitted to score, and the offending base runner shall return to first base. (The same example exists in the event of a passed ball on the pitched ball in a similar situation.)

COMMENTS AND TIPS FOR THE MINOR LEAGUE UMPIRES

- (1) Be active and alert on the field. Keep your eye everlastingly on the ball. It is more vital to know where a ball fell, or ends up after a throw, than whether or not a base was touched.
- (2) Politeness and Courtesy are extremely essential in the Minor League Umpire. Your sole duty is to umpire a ball game, and to umpire a game effectively, it is desirable that you maintain proper decorum throughout.
- (3) Do not allow criticism to prevent you from studying bad situations which may lead to protestations. Never assume an over-bearing manner in this instant, but rather it is better to hold up a game ten minutes, and consult a rule, than have it protested and re-played. Always carry your rule book.
- (4) Keep the game moving. A ball game is often helped by the work OF THE UMPIRING staff. It is necessary that you do not overdo this feature of your work, thus overshadowing the individual efforts of the boys on the field. **IT IS THEIR GAME.**
- (5) You no doubt will make mistakes, **BUT NEVER** attempt to "even up". Make all decisions as you see them, forgetting who is the home or visiting club.

- (6) Do not make a call or give a decision, unless your convictions are "sold", if caught out of position, consult a fellow umpire, who in his position is qualified to make the call. Umpiring, in this manner, will gain for you the respect and admiration of the boys engaged in the game.
 - (7) Make every effort to be in the proper position always, and give your decisions in a clear and well-precisioned gesture.
 - (8) Finally, be courteous, impartial, and firm, compelling respect from all. Remember that your responsibility is due to the S.M.B.A. and yourself ONLY. No manager, coach, or player shall intimidate, condemn, or violate the person of an S.M.B.A. official.
- 9.02 (a) There shall be no appeal from the decision of the umpire-in-chief on a half swing. His decision must and will be FINAL. It being strictly a matter of judgment as to whether the batter swung or not.

SASKATCHEWAN UMPIRE'S ASSOCIATION (S.U.A.) (An Affiliate Organization of the S.M.B.A.)

The Saskatchewan Umpire's Association was created and formed as an affiliate organization in 1959. Its functioning purpose, primarily, will be to institute a more efficient program of Minor Baseball umpiring. As the S.M.B.A. grows and enlarges itself in area, it is most essential that a degree of uniformity in rules interpretations, basic knowledges of the many problems presenting themselves within such a youth movement, and consistency in the practise of baseball decorum, be maintained. Umpiring Minor Baseball games may not, on the surface, appear to command many of the qualifications, which are associated with the senior version, but every game played by these boys, should be umpired just as efficiently as any other game of baseball. The S.M.B.A. desires and deserves that all its umpires be well qualified, and also respected for their part in this tremendous program.

As is the case with most other adult personnel within the program, the umpiring personnel, also are volunteers, with a limited amount of previous experience. Therefore, it is extremely important, that men be recruited who possess a sincere desire to aid the boys and the game. Some of the most important qualities a Minor Baseball umpire should possess are Patience and Tolerance. When a decision has been made and questioned, by a boy, a manager or a coach playing a Minor Baseball game, they must never be treated in a casual or light manner. The interpretation of the decision must be patiently and clearly explained to all concerned.

The umpires, so recruited, must be familiar with the Official S.M.B.A. rules, as there are many that differ from the professional code. However, his ability to recite the rule book from cover to cover means very little, unless he possesses good judgment and common sense in implementing the rules, or fails to gain respect from the participants of a Minor Baseball game.

Finally, he must realize, that he has entered into an organization, which must be conducted with decorum and dignity. By his hustle, demonstration of self control, and precision umpiring, he will exercise and conduct the game in the true spirit of fair play.

These are the main qualifications that candidates should strive to assure the program, and although monetary remuneration, must of course, be limited to general expenses only, the Executive of the S.M.B.A. and the appointed Officers of the S.U.A. feel as one, that many worthwhile and desirable applicants shall be available, when the opportunity is presented through the medium of the Association-sponsored Umpiring Schools. The Zone Vice-Presidents and the District Directors of the S.M.B.A. are asked to make themselves aware of any and all known candidates, and to arrange their attendance at these Schools. Beside the instructional benefits which the S.U.A. umpire will acquire at these sessions, other benefits are: (1) The issuance of yearly Rule Books of the S.M.B.A. (or as published). (2) The issuance of a bulletin, in relation to proposed rule changes or amendments of rules, should they occur. (3) The issuance of an Official S.M.B.A. (S.U.A.) membership card, when application is accepted. (4) The issuance of a sleeve crest or emblem, when application is accepted, and finally, (5) The maintenance of a corresponding department for the problems of rules interpretations, both playing and constitutional.

In conclusion, may it be added, that as fully aware as we are, of the impressionable features that the Minor Leaguer absorbs at this, his first venture into the realm of organized sport, it is my fervent wish that the umpiring conducted to control his game, shall inspire in him a deep, and conscientious devotion to discipline and authority.

THIS IS THE PURPOSE AND OBJECTIVE OF THE SASKATCHEWAN UMPIRES' ASSOCIATION.

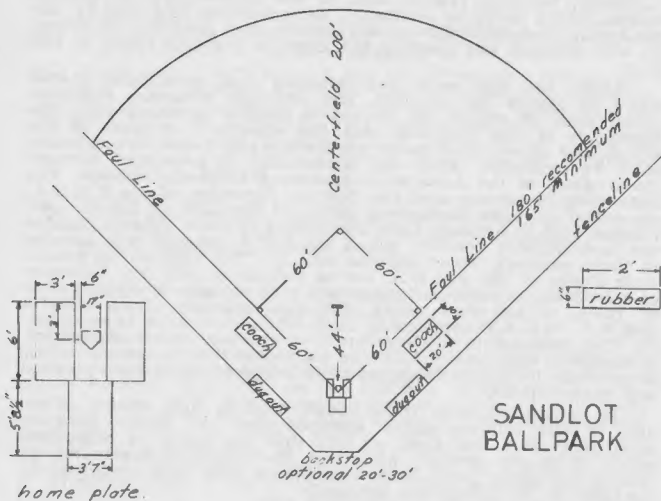
ANDY ZWACK, UMPIRE-IN-CHIEF, S.U.A.

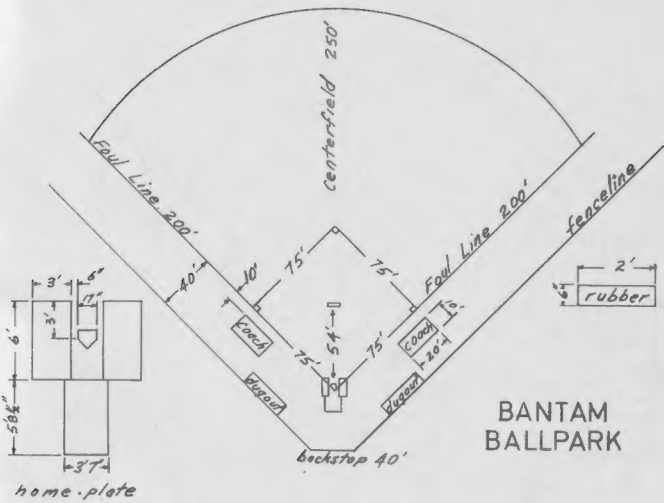
Although the world may romp across your spine,

Let every game's end find you still upon the battling line,

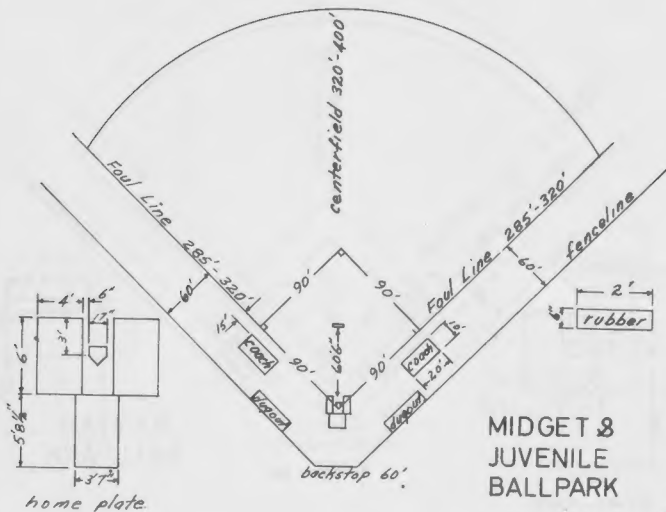
For when the one Great Scorer comes to mark against
your name,

He writes not that you won or lost, but how you played
the game.





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A special **GROUP ACCIDENT POLICY** for Saskatchewan Minor League Baseball Teams is available from your Government Insurance Agent. It offers benefits for medical expenses, for dismemberment and for accidental death—not only while you play scheduled or playoff league games, but also while you travel to and from these games.

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